

Amendments to the Claims:

The listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1-44. (Canceled)

45. (Currently Amended) A portable gaming device in a gaming network, comprising:

a first processor;

memory;

a first display;

at least one interface for communicating with at least one other device in the gaming network;

the gaming device being operable to:

control a wager-based game played at the gaming device;

receive input from a first user for initiating a first wager-based gaming session at the gaming device;

receive gaming session information from a first remote gaming server;

initiate the first gaming session at the gaming device using at least a portion of the gaming session information;

receive, after initiation of the first gaming session, first wager information relating to a first wager to be placed by the first user in connection with game play conducted at the gaming device during the first gaming session;

receive gaming information generated by the first remote gaming server, wherein the gaming information relates to play of the wager-based game at the portable gaming device;

store the gaming information at the portable gaming device;

execute game code at the personal gaming device, the game code using at least a portion of the gaming information to present at least a portion of the wager-based game at the portable gaming device; and

determine a game outcome for the [[a]] wager-based game played at the gaming device during the first gaming session.

46. (Previously Presented) The gaming device of claim 45 further comprising:
an input mechanism for receiving cash or an indicia of credit.

47. (Previously Presented) The gaming device of claim 45 being further operable
to:
update credit information relating to game play activities and wagering activities
conducted at the gaming device during the first gaming session.

48. (Previously Presented) The gaming device of claim 45 wherein the first wager
information includes a first wager amount, the gaming device being further operable to:
receive first wager payment information relating to a payment of the first wager
amount; and
accept placement of the first wager in response to receiving the first wager payment
information.

49. (Previously Presented) The gaming device of claim 45 being further operable
to:
initiate, during the first gaming session, play of a first wager-based game at the
gaming device; and
receive, after initiating play of the first wager-based game at the gaming device,
second wager information relating to a second wager to be placed by the first user in
connection with game play conducted at the gaming device during the first gaming session.

50. (Previously Presented) The gaming device of claim 49 wherein the second
wager information includes a second wager amount, the gaming device being further
operable to:
receive second wager payment information relating to a payment of the second wager
amount; and
accept placement of the second wager in response to receiving the second wager
payment information.

51. (Previously Presented) The gaming device of claim 45 wherein the first wager
information includes a first wager amount, the gaming device further comprising:
a magnetic card reader;

the gaming device being further operable to:
read, using the magnetic card reader, financial account information from a card presented to the magnetic card reader;
receive first wager payment information relating to a payment of the first wager amount; and
accept placement of the first wager in response to receiving the first wager payment information.

52. (Previously Presented) The gaming device of claim 45 wherein the first wager information includes a first wager amount, the gaming device further comprising:
a magnetic card reader;
the gaming device being further operable to:
enable the first user to use a credit card for providing payment of the first wager amount via use of the magnetic card reader;
accept, via use of the magnetic card reader, a credit card payment relating to the first wager amount; and
accept placement of the first wager in response to confirming payment of the first wager amount.

53. (Previously Presented) The gaming device of claim 45 wherein the first wager information includes a first wager amount, the gaming device further comprising:
an input mechanism for receiving cash or an indicia of credit;
the gaming device being further operable to:
receive, via the input mechanism, financial account information from a credit instrument presented to the input mechanism;
access, using at least a portion of the financial account information, credit information from a remote financial server, said credit information including available credit information relating to a financial account associated with the first user; and
verify, using at least a portion of the credit information, an availability of credit at the financial account sufficient to cover payment of the first wager amount.

54. (Previously Presented) The gaming device of claim 45 being further operable to:

receive, after initiation of the first gaming session at the gaming device, first game outcome information from the remote game server, the first game outcome information relating to an outcome of a first wager-based game played at the gaming device.

55. (Previously Presented) The gaming device of claim 45 being further operable to:

present, via the first display and during the first gaming session, a menu of different wager-based games playable by the first user at the gaming device;

receive, during the first gaming session, game selection input from the first user relating to a selection of a first wager-based game for play at the gaming device; and

initiate, during the first gaming session and in response to the game selection input, play of the first wager-based game at the gaming device.

56. (Previously Presented) The gaming device of claim 45 being further operable to:

store, at the memory of the gaming device, game history information relating to one or more wager-based games played at the gaming device.

57. (Previously Presented) The gaming device of claim 45 being further operable to:

detect an end of a first game play session at the gaming device;

identify game history information relating to the first game play session, the game history information including game outcome information relating to the first game play session;

detect for presence of a first communication link to a remote accounting server;

upload the game history information to the remote accounting server if it is detected that the first communication link is present; and

store the game history information in the memory of the gaming device at it is detected that the first communication link is not present.

58. (Previously Presented) The gaming device of claim 45 being further operable to:

determine an identity of the first player using biometric information input via at least one biometric input device located at the gaming device.

59. (Previously Presented) The gaming device of claim 45 being further operable to:

initiate at least one first action relating to an account reconciliation in response to receiving input from the first user relating to a request to implement an account reconciliation operation;

initiate at least one first action relating to a wager-based game purchase in response to receiving input from the first user relating to a request to purchase the wager-based game;

initiate at least one first action relating to a review of selected account information in response to receiving input from the first user relating to a request to review the selected account information;

initiate at least one first action relating to an inquiry regarding an account in response to receiving input from the first user relating to a request to initiate an account inquiry regarding the account;

initiate at least one first action relating to a cash withdrawal in response to receiving input from the first user relating to a request to perform the cash withdrawal; and

initiate at least one first action relating to a cash deposit cash in response to receiving input from the first user relating to a request to perform the cash deposit.

60. (Previously Presented) The gaming device of claim 45 being further operable to:

determine an identity of the first user; and

verify whether the first user is authorized to engage in play of a first wager-based game at the gaming device.

61. (Previously Presented) The gaming device of claim 45 being further operable to:

verify whether the first user is of legal age to engage in play of a first wager-based game at the gaming device.

62. (Previously Presented) The gaming device of claim 45 further comprising:
an image capturing device;

the gaming device being further operable to:

capture a first image of the first user; and

authenticate an identity of the first player using the first captured image.

63. (Previously Presented) The gaming device of claim 45 being further operable to:

store, in the memory, a first portion of base game code relating to a first wager-based game, the first portion of base game code being insufficient, when executed at the gaming device, to enable the gaming device to present the first wager-based game for play at the gaming device.

64. (Previously Presented) The gaming device of claim 45 being further operable to:

store, in the memory, a first portion of base game code relating to a first wager-based game, the first portion of base game code being insufficient, when executed at the gaming device, to enable the gaming device to present the first wager-based game for play at the gaming device;

receive additional code or data relating to the first wager-based game from the first remote gaming server; and

present, using the first portion of base game code and the additional code or data, the first wager-based game for play at the gaming device.

65. (Previously Presented) The gaming device of claim 45 being further operable to:

store, in the memory, a first portion of base game code relating to a first wager-based game, the first portion of base game code being insufficient, when executed at the gaming device, to enable the gaming device to present the first wager-based game for play at the gaming device;

receive additional code or data relating to the first wager-based game from the first remote gaming server, wherein the additional code or data includes data representing an outcome of the first wager-based game; and

present, using the first portion of base game code and the additional code or data, the first wager-based game for play at the gaming device.

66. (Previously Presented) The gaming device of claim 45 being further operable to:

store, in the memory, a first portion of base game code relating to a first wager-based game, the first portion of base game code being insufficient, when executed at the gaming device, to enable the gaming device to present the first wager-based game for play at the gaming device;

receive additional game data relating to the first wager-based game from the first remote gaming server, wherein the additional game data includes payable information; and

present, using the first portion of base game code and the additional game data, the first wager-based game for play at the gaming device.

67. (Previously Presented) The gaming device of claim 45 being further operable to:

initiate, during the first gaming session, play of a first wager-based game at the gaming device;

verify, during the first gaming session, periodic receipt of activation information from the first remote gaming server; and

prevent game play at the gaming device in response to a determination that no periodic activation information has been received at the gaming device during a first time interval.

68. (Previously Presented) The gaming device of claim 45 being further operable to:

access remote information from one or more remote devices;

display at least a portion of the accessed information at the first display;

wherein the remote information is selected from a group consisting of: information relating to hotel room availability, information relating to a hotel rates, information relating to entertainment shows, and information relating to restaurants.

69. (Previously Presented) The gaming device of claim 45 being further operable to:

enable the first player to make a show reservation using the gaming device;

enable the first player to make a ticket reservation using the gaming device;

enable the first player to make a hotel reservation using the gaming device; and

enable the first player to make a restaurant reservation using the gaming device.

70. (Previously Presented) The gaming device of claim 45 being further operable to:

enable the first player to access and view, using the gaming device, room charge information relating to one or more room charges associated with the user's stay at a hotel.

71. (Previously Presented) The gaming device of claim 45 being further operable to:

enable the first player to request, using the gaming device, a car from a valet service.

72. (Previously Presented) The gaming device of claim 45 further comprising:
a ticket printer;

the gaming device being further operable to:

generate, using the ticket printer, a credit instrument having information printed thereon relating to a value or amount of wager-related assets won by the first player during the first gaming session.

73. (Previously Presented) The gaming device of claim 45 being further operable to:

detect an occurrence a first security-related event or condition relating to the gaming device; and

generate a loud audible signal in response to detecting the first security-related event or condition.

74. (Previously Presented) The gaming device of claim 45 being further operable to:

detect an occurrence a first security-related event or condition relating to the gaming device; and

display a warning message to the first player in response to detecting the first security-related event or condition.

75. (Previously Presented) The gaming device of claim 45 being further operable to:

detect an occurrence a first security-related event or condition relating to the gaming device; and

erase at least a portion of the memory at the gaming device in response to detecting the first security-related event or condition.

76. (Previously Presented) The gaming device of claim 45 being further operable to:

detect an occurrence a first security-related event or condition relating to the gaming device; and

disable operation of the gaming device in response to detecting the first security-related event or condition.

77. (Currently Amended) A method of operating a portable gaming device in a gaming network, the portable gaming device including a first processor, memory, a first display, and at least one interface for communicating with at least one other device in the gaming network, the method comprising:

controlling a wager-based game played at the gaming device;

receiving input from a first user for initiating a first wager-based gaming session at the gaming device;

receiving gaming session information from a first remote gaming server;

initiating the first gaming session at the gaming device using at least a portion of the gaming session information;

receiving, after initiation of the first gaming session, first wager information relating to a first wager to be placed by the first user in connection with game play conducted at the gaming device during the first gaming session;

receiving gaming information generated by the first remote gaming server, wherein the gaming information relates to play of the wager-based game at the portable gaming device;

storing the gaming information at the portable gaming device;

executing game code at the personal gaming device, the game code using at least a portion of the gaming information to present at least a portion of the wager-based game at the portable gaming device; and

determining a game outcome for the [[a]] wager-based game played at the gaming device during the first gaming session.

78. (Previously Presented) The method of claim 77 further comprising:

updating credit information stored at the gaming device relating to game play activities and wagering activities conducted at the gaming device during the first gaming session.

79. (Previously Presented) The method of claim 77, wherein the first wager information includes a first wager amount, the gaming device further comprising:

receiving first wager payment information relating to a payment of the first wager amount; and

accepting placement of the first wager in response to receiving the first wager payment information.

80. (Previously Presented) The method of claim 77 further comprising:

initiating, during the first gaming session, play of a first wager-based game at the gaming device; and

receiving, after initiating play of the first wager-based game at the gaming device, second wager information relating to a second wager to be placed by the first user in connection with game play conducted at the gaming device during the first gaming session.

81. (Previously Presented) The method of claim 80, wherein the second wager information includes a second wager amount, the gaming device further comprising:

receiving second wager payment information relating to a payment of the second wager amount; and

accepting placement of the second wager in response to receiving the second wager payment information.

82. (Currently Amended) A portable gaming device in a gaming network, comprising:

a first processor;

memory;

a first display;

at least one interface for communicating with at least one other device in the gaming network;

an input mechanism for receiving cash or an indicia of credit;

controlling a wager-based game played at the gaming device;

means for receiving input from a first user for initiating a first wager-based gaming session at the gaming device;

means for receiving gaming session information from a first remote gaming server;

means for initiating the first gaming session at the gaming device using at least a portion of the gaming session information;

means for receiving, after initiation of the first gaming session, first wager information relating to a first wager to be placed by the first user in connection with game play conducted at the gaming device during the first gaming session;

means for initiating, during the first gaming session, play of a first wager-based game at the gaming device;

means for receiving, after initiating play of the first wager-based game at the gaming device, second wager information relating to a second wager to be placed by the first user in connection with game play conducted at the gaming device during the first gaming session;

means for receiving gaming information generated by the first remote gaming server, wherein the gaming information relates to play of the wager-based game at the portable gaming device;

means for storing the gaming information at the portable gaming device;

means for executing game code at the personal gaming device, the game code using at least a portion of the gaming information to present at least a portion of the wager-based game at the portable gaming device; and

means for determining a game outcome for the [[a]] wager-based game played at the gaming device during the first gaming session. [[;]]